Worksheet 1 System analysis methods

Task 1

Imagine that you are a systems analyst who has been asked to develop a website for a small group of artists called “Dedham Artists Group” who want to be able to sell their artworks on the Internet. The waterfall lifecycle model will be used to develop this system.

1. A meeting with the customer, the artist who is in charge of organising this project,
   has been arranged.

   (a) What documents or websites will you look at as part of the software development process?

   (b) Make a list of questions that you will ask the customer.

   (c) Is there anyone else you would like to interview to find out more about the requirements?

   (d) Suggest some headings that you will have in your report on User Requirements/System Specification

2. List some of the decisions you will have to make as you start the design phase of this project. What software tools or packages will you consider using?

   List some of the documentation you will produce at the end of the design stage.

Task 2

3. When the website described in Task 1 is completed and shown to the user, it turns out that some of the requirements have not been well understood and it is not exactly what the customer expected.

   At what stage did things probably start to go wrong?

   How could this situation have been avoided?

Task 3

4. Draw a diagram representing the Spiral model.

5. Draw a diagram representing the Agile model

6. Fill in the table by specifying which model each of the following statements describes (Waterfall, Spiral or Agile)

	Statement	Model
1	This model is good for small software projects where at least some of the functions need to be implemented quickly	
2	There is not much user involvement in this model after the Analysis stage	
3	This model uses prototyping, with the prototype being refined at each successive stage	
4	Changes in requirements after the Analysis stage are difficult to include and may mean repeating several stages in the development process	
5	Working software is delivered frequently, often in weeks rather than months	
6	This is a linear model in which each stage is separate and is completed and documented before the next stage begins	
7	The finished product takes longer to develop than other models because of the time consuming process of getting customer feedback and making amendments	
8	Each version of the software builds on the previous version, adding functionality each time	
9	This model works well for small projects in which the requirements are clearly understood	
10	Fast completion and installation of more and more parts of the project lead to customer satisfaction	